

# CATALYST

## Attack Phases

1. Pick target
  2. Roll Attack check (Firearms or Melee)
  3. (If Defend or Move) Target rolls check
  4. (If Attack  $\geq$  Target) Roll for damage
- \*Able to move your speed in meters during attack*

## Vitae and Vigor

**Vitae** – Life-force of creatures;  $\geq 0$ : no visible injury;  $\geq$  Drop Point: conscious; regains 1/10 of capacity per hour (double if asleep)

**Vigor** – Energy of creatures;  $\geq 0$ : can do any action not dropping vigor below the drop point;  $< 0$ ,  $\geq$  Drop Point: cannot do any action costing vigor; regains 5 every turn.

**Spell Maintenance** – Vigor required per turn to keep ongoing spells active. The maintenance cost of a spell is 10% of its cost, rounded up.

## Spell Phases

1. Pick target
2. Roll vein check -> (if needed) Compare to target attribute (+5 if Defend, -3 if Unaware)
3. (If Vein  $\geq$  Attribute) Apply spell effects

Capacity:	
Drop Point:	

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Drop Point:	

## Basic Player Action Rules

Attack	Melee (-3 vigor); Ranged (0 vigor)
Defend	Block or dodge attacks (+5 vigor)
Move	Run 2* <i>Speed</i> in meters (-2 vigor)
Interact	Use something in the environment (GM decides vigor cost )
Ability/Spell	Replace one of the other action with a special action

## Enemy Target Action

### Attack Check Required to Hit

Attack	3
Defend	Target acrobatics or melee check
Move	Target <i>Speed</i> + 1D6
Interact	3
Unaware	0

*If the Attack check is 10 or more above the goal, it is a lethal strike*

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9	142	140	138	136	134	132	130	128	126	124	122	120	118	116	114	112	110	108	106	104	102
8																					100
7																					
6	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98
5	56																				
4																					
3	54	52	50	48	46	44	42	40	38	36	34	32	30	28	26	24	22	20	18	16	14
2																					12
1	-30	-28	-26	-24	-22	-20	-18	-16	-14	-12	-10	-8	-6	-4	-2	0	2	4	6	8	10
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